



# OER Growers Autumn Season 2012

## Introduction

### Internet & Web 2.0



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- ◉ Internet
- ◉ Web 2.0
- ◉ Differences between Web 1.0 and Web 2.0
- ◉ Usage of Web 2.0
- ◉ Web 2.0 in education
- ◉ Examples of Web 2 applications

# INTERNET

- ◎ The **Internet** is a global system of interconnected computer networks that use the standard Internet protocol suite to serve billions of users worldwide.
- ◎ It is a network of networks that consists of millions of private, public, academic, business, and government networks, of local to global scope, that are linked by a broad array of electronic, wireless and optical networking technologies.

# WEB 2.0

- ◉ Web 2.0 is a category of new Internet tools and technologies created around the idea that the people who consume media, access the Internet, and use the Web shouldn't passively absorb what's available; rather, they should be active contributors, helping customize media and technology for their own purposes, as well as those of their communities.

# DIFFERENCES BETWEEN WEB 1.0 AND WEB 2.0

- ◉ The web as it stands (Web1.0) is seen as a "static" thing, like a billboard or a magazine. You can see lots of billboards, buy lots of magazines, enjoy or dislike them but they stay the same until they are changed by the publisher.
- ◉ "Web2.0 applications" are ones that are "user-generated" or "user-shaped". Instead of being "published" by someone, the people using the site "publish" the content. They also market it and edit it.

# USAGE OF WEB 2.0

An important part of Web 2.0 is the Social web, which is a fundamental shift in the way people communicate. Web 2.0 applications tend to interact much more with the end user. As such, the end user is not only a user of the application but also a participant by:

- Podcasting
- Blogging
- Tagging
- Curating with RSS
- Social bookmarking
- Social networking
- Web content voting

# WEB 2.0 IN EDUCATION

- ◉ Web 2.0 technologies provide teachers with new ways to engage students, and even allow student participation on a global level.
- ◉ Decreased participation in a traditional classroom may be due to better feedback received online.

# EXAMPLES OF WEB 2 APPLICATIONS

Famous examples of "Web2.0 applications" already in use and much talked about are:

- ◉ Flickr for photographs
- ◉ Wikipedia for encyclopedia articles
- ◉ Facebook for maintaining friendships
- ◉ YouTube for seeing young people mugging to videocameras
- ◉ Answers.com for combining syndicated elements of these with its own user-generated Q&A section